The Eidolon

Game Synopsis Lucasfilm Ltd. Games Division April 30, 1985

From the Diary of the Inventor:

Monday, 1853:

I have this day completed the apparatus, which I shall name "The Eidolon." It is the sum of twenty years of scientific research into matters of the occult, conducted solely in my own private laboratory. Today I shall conduct the final test of my theory. If the experiment is successful, I will soon be the first living man to see into the heretofore invisible world of magic.

I am confident that the apparatus will work as planned, but I am still unsure as to the precise nature of the energies that operate it. It was quite by accident that I stumbled onto the animating principle, and only by luck that I was able to translate it into a physical reality.

In a few minutes, the power reserve will be at its peak, and I shall press the trigger which moves the Eidolon between worlds. I know not what dangers await, nor even whether I shall return, but I would not miss it for the world.

Tuesday, 1853:

Success! The Eidolon performed better than I had dared to hope, and has returned from its first journey unscathed. There is indeed an alternate reality which coexists with ours, and I have witnessed it first hand. It is a subterranean world of limitless caverns, inhabited by curious troll-like creatures and glowing spheres of energy which course about seemingly at random.

In the invisible world, as I had conjectured, the forces of magic take on a physical form, while I seem to be as ethereal as a ghost. It is as if the Eidolon had no physical substance, allowing me to observe but not in any way touch the strange and wondrous inhabitants of the magical world. Perhaps this is a good thing, but my curiosity will not let me rest.

I believe I can arrange the circuitry of the Eidolon so that a portion of its energy can be discharged in a contained sphere, as a sort of ball lightning. Thus, with the ability to manifest my presence in the magical world, I will discover a way to communicate with the many and varied creatures that reside therein.

Wednesday, 1853:

Today I have reached into the invisible world and touched the forces of magic. The fireball launching mechanism operated perfectly, but I fear I may have done grievous harm. When I fired energy spheres at several of the troll-like creatures, two of them transformed before my eyes into fierce birds which later attacked me, and a third vanished utterly. I managed to dispatch the savage birds, but not before they succeeded in damaging the fireball mechanism.

I shall endeavor to make repairs tomorrow, and also to install a defensive device which I have formulated. It operates as a mystic pentagram, which will enable me to re-capture the very energies of the invisible world itself. By the careful application of stored energy, I have concluded that it should be possible to reach the boundaries of the magical world, and discover what lies on the other side.

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Thursday, 1853:

I have seen the dragon. A fierce and unrelenting guardian, he sits at the gate between planes of the magical world. I have exhausted the energies of the Eidolon without success, yet it is evident that he must have a weakness. Tomorrow I will modify the mechanism to allow the release of four different forms of magical energy, some combination of which will hopefully be sufficient to defeat the guardian.

If I am successful, I will pass through the gate and behold the wonders of the second plane. If my theories are correct, there are at least seven planes in the invisible world, and in all probability, even greater mysteries which lie beyond. I am now certain this is so, and will endeavor to bring back scientific proof of my discovery forthwith.

In the instant the gate between worlds is opened, I have estimated that a surge of mystical energy will be released, which should be sufficient for several minutes continued operation on the next plane. In this manner, I plan to continue through the second plane to the third, and so on until I penetrate the final veil.

If, however, I am unsuccessful, I have set the Eidolon to return without me in the hope that in some future day it will be discovered again, and that some brave soul may continue my journey of exploration.

Here the diary ends.

Synopsis:

In a dusty laboratory, in the basement of an abandoned house, lies a forgotten relic of the nineteenth century: The Eidolon, a machine with the power to manipulate the forces of magic.

As the luminous brass control panel flickers to life, you observe that all four of the colored indicator lamps are flashing softly, indicating that the machine's batteries are fully charged. The energy meter is at rest, precisely centered between the positive and negative markings.

In the center of the control panel, an ornate clock indicates the time remaining before the Eidolon's safety limit is reached. When this time expires, the automatic return mechanisms will bring you back to the real world, unless overridden by a specific command.

On the other side, another large meter reads "Cold". According to the inventor's notes, this instrument indicates how close you are to the dragon that guards the gate between worlds. Below it, an engraved symbol on a rotating brass wheel indicates that the machine is ready to move into the invisible world, at the touch of a small red button on the main operating lever.

One setting of the wheel transports you from one place to another within the magical world. Other settings control the various devices that channel the mystic energies of the Eidolon, allowing you to create and capture fireballs, teleport and transform the creatures of the invisible world, perhaps even control the flow of time itself.

The Eidolon:

Scientific curiosity, or passport to another dimension? The choice is yours.

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